

ABSTRACT OF THE DISCLOSURE

A network game system for operating on a network a game made up of basic content containing a basic program for executing start of a game solely and one or more types of relevant content each containing a relevant program corresponding to the basic program for further advancing the game started by the basic program. The system includes a content management section adapted to set an address of which users are not notified in one or more content providing servers each in which the relevant program is placed, the address for which a search is made by search means on the network from a user terminal; wherein the content providing server sends the relevant content placed in the content providing server to the user terminal in response to a download request made by the accessing user.